Haplo

The Game

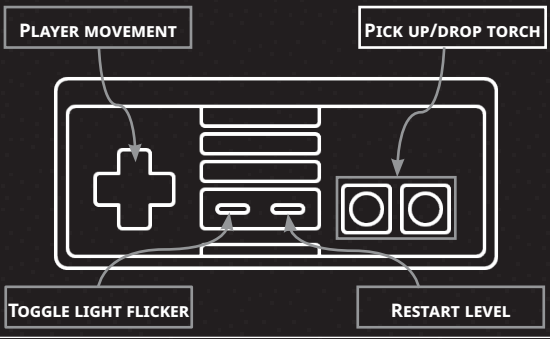
TENEBRA is an atmospheric puzzle game with rogue-like aesthetics. Guide the hapless protagonist to the exit. Poor guy is afraid of darkness and refuses to walk in the dark areas. Move torches around, push lights on rails, find keys to doors, light up cold braziers, pass through archways that collapse behind you, find oil barrels to make your torches brighter, squeeze through cracks in broken walls, fix broken rails with a hammer, illuminate the sensors to open the exits... do whatever it takes to get out of there!
The game contains 31 levels.

How to Start the Game

Insert the **TENEBRA** game cartridge and turn on your Nintendo Entertainment System. When the title screen displays, press **A** or **B** to beign the game.

The Controls

Use either controller to guide the player:



The Codes

Each level has a unique code that you can use to jump to it directly by entering it after the title screen. You can write down the code for each level on the last page of this manual.

The Gameplay Elements

The game consists of various elements that you will encounter throughout your journey. You will learn about them as you progress through the game. Here is a brief description of each element:

The Player

You control the hapless protagonist of this game. He can move in four directions and use different items to interact with the environment. Poor guy is afraid of the dark so he can only move within the illuminated areas.

The Gate

The objective of each level is for you to get to the ***gate*** to exit the level.

The Torch

The ***torch*** is your main source of light in the dark labyrinth. You can use it to illuminate your surroundings and move around. To pick up a ***torch*** walk on top of it and press **A** or **B**. To drop it, press **A** or **B** again.

The Braziers

The ***braziers*** are permanent sources of light that cannot be moved (unless they are on ***rails***) and help you navigate the labyrinth. Most ***braziers*** are lit, but some are cold and need a ***torch*** to be lit. While holding a ***torch***, walk into a ***cold brazier*** to light it.

The Cracks in Walls

You can pass through the ***cracks in the wall***, but they are too narrow for you to be able to bring the ***torch*** with you. You will need to drop the ***torch*** before passing through a ***crack***.

The Braziers on Rails

The ***braziers*** on ***rails*** are movable sources of light that can be pushed along the tracks. They can be used to illuminate dark areas or activate ***sensors***.

The Hammer

The ***hammer*** allows you to fix a damaged section of the ***rails***. To fix a ***rail***, stand on a ***broken rail*** while holding the ***hammer***.

The Oil Puddle

The ***oil puddle*** increases the radius of the ***torch*** you are holding. To use the ***oil puddle***, walk over it while holding your ***torch***. It has no effect on torches that are already at maximum brightness.

The Doors and Keys

The ***doors*** cannot be opened without a ***key***. Once you have found a ***key***, go through a ***door*** to open it.

The Closed Gate

Sometimes, ***gates*** are closed, and require an active ***light sensor*** to open.

The Light Sensor

This is a device that detects the presence of light and activates the ***gate*** so you can exit. To use the ***light sensor***, place a source of light (such as your ***torch*** or a ***brazier on rails***) near it and the ***gate*** will open.

Tips and Tricks

Here are some tips and tricks that may help you solve the puzzles and escape all these dungeons and crypts:

- Explore every corner of the level and don't be afraid to move torches around. There are no time constraints - these torches will burn forever!
- Experimente with different combination of items and light positions. Every level

has a solution.
- Think outside the box and don't forget what you have picked up.
- Have fun and enjoy the game!

Credits

Tenebra was created, developed and made available to you for the **Nintendo Entertainment System** by **Haplo** (Ali Pouladi) in 2023.
Thanks to **marukpa** for this manual.

Support and More Information

If you have any questions, comments, or feedback about **Tenebra**, or you would like to know more about other 8- and 16-bit games please contact **Haplo** via email or on itch.io.

Website: https://h4plo.itch.io/
Email: haplotenebra@gmail.com

We appreciate your support and hope you enjoy the game!

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Tenebra Level Codes

Level 1 _____
Level 2 _____
Level 3 _____
Level 4 _____
Level 5 _____
Level 6 _____
Level 7 _____
Level 8 _____
Level 9 _____
Level 10 _____
Level 11 _____
Level 12 _____
Level 13 _____
Level 14 _____
Level 15 _____
Level 16 _____
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Level 28 _____
Level 29 _____
Level 30 _____
Level 31 _____